

FIGURE 1 - Prior Art

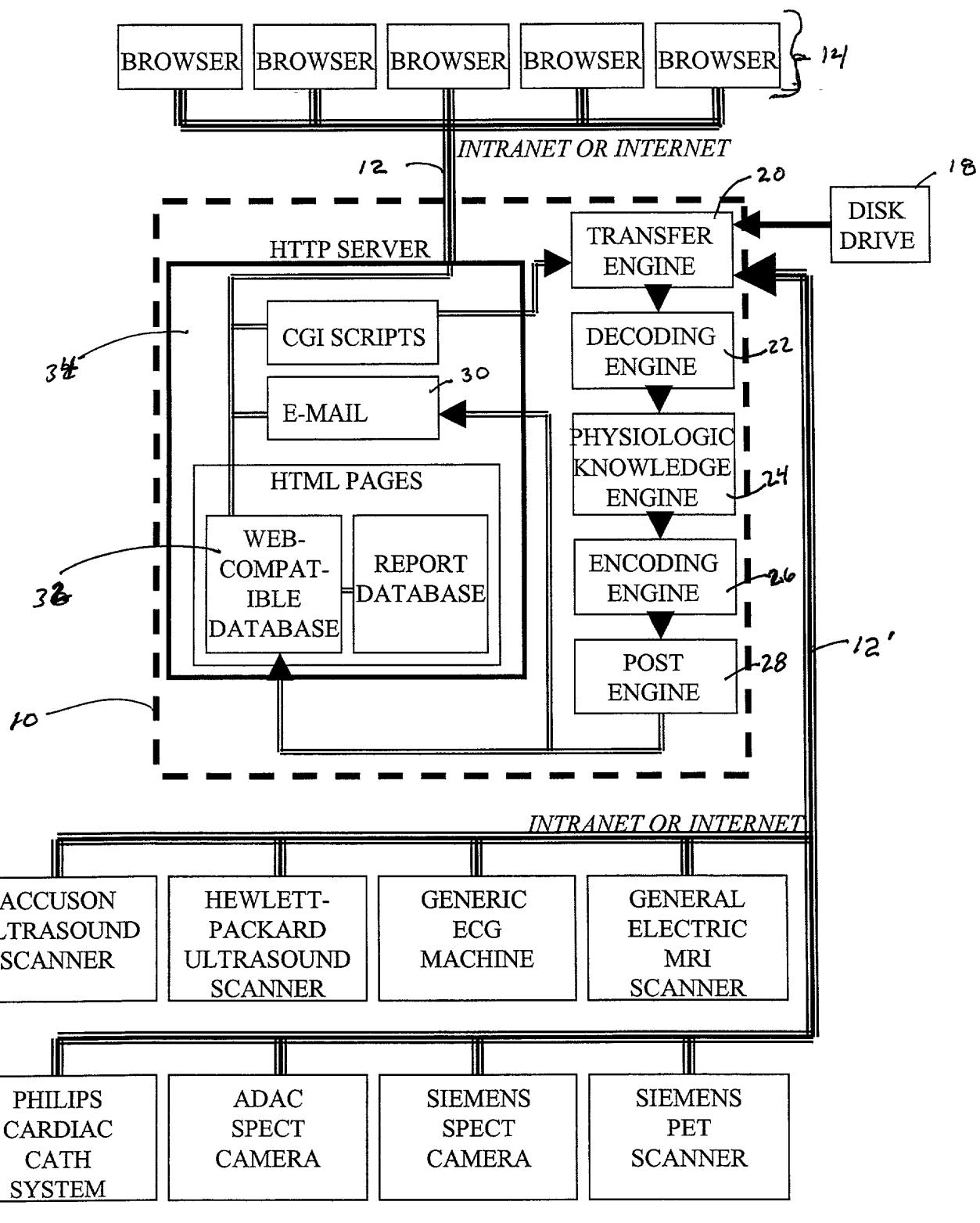


FIGURE 2

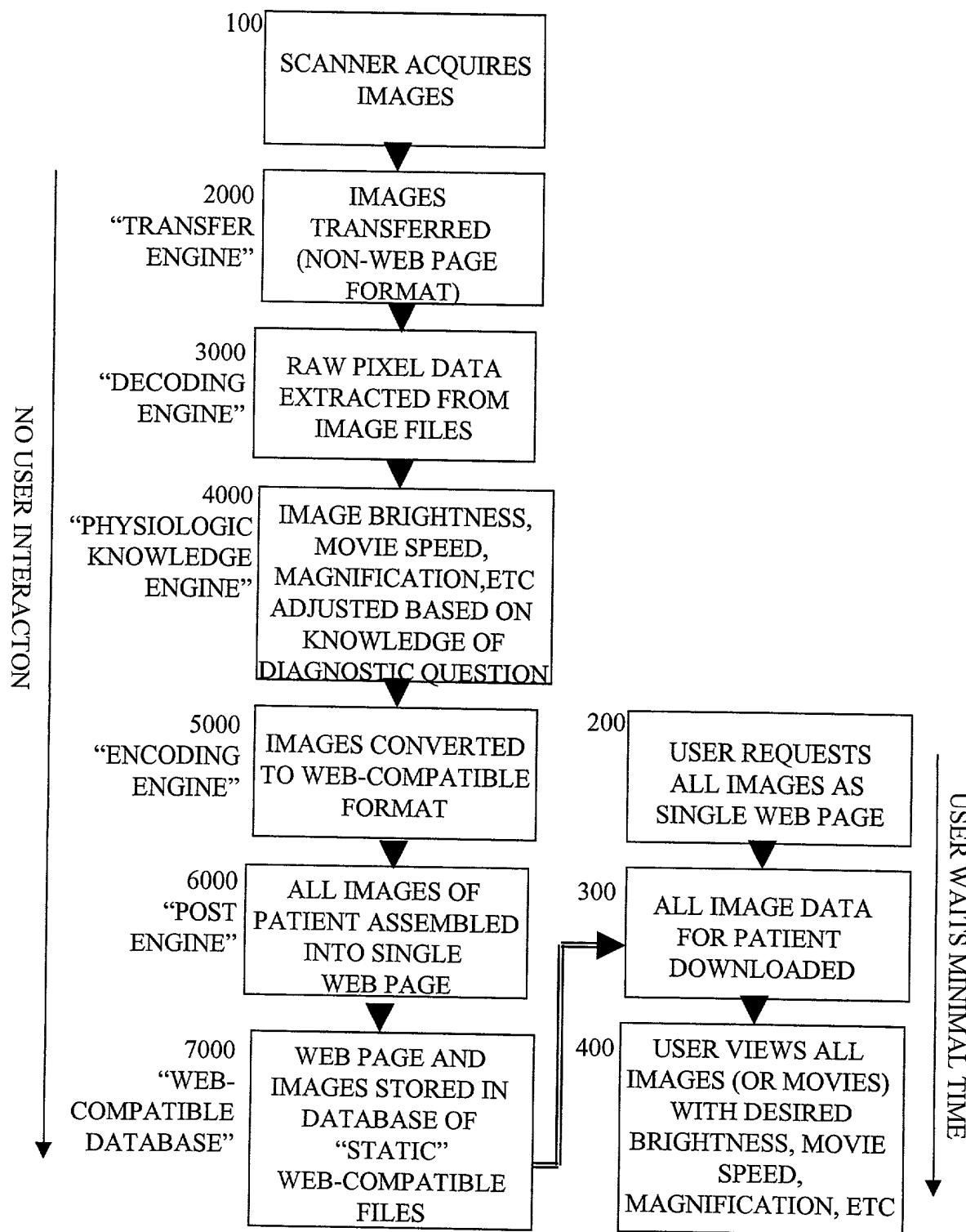
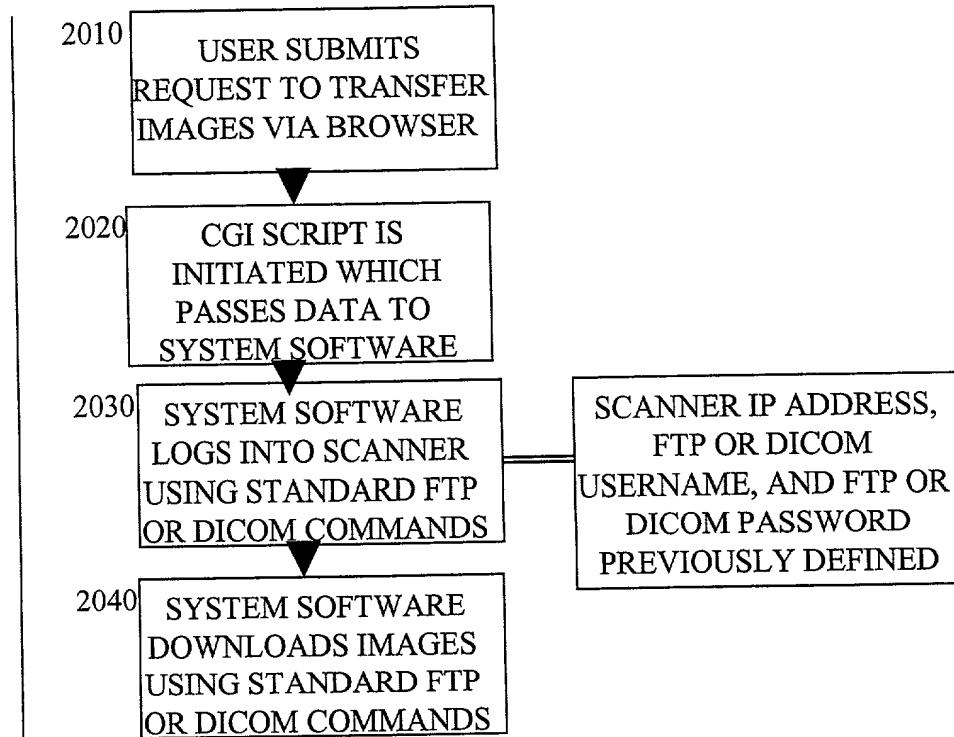


FIGURE 3 - System Overview

00000000000000000000000000000000

Fig. 4a

METHOD 1



- OR -

Fig. 4b

METHOD 2

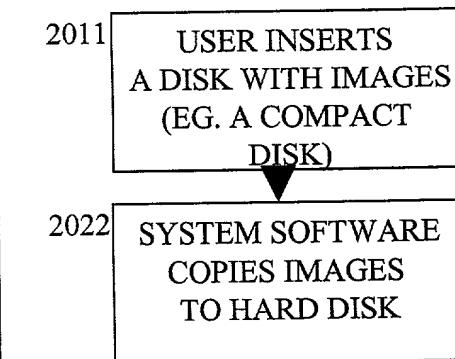
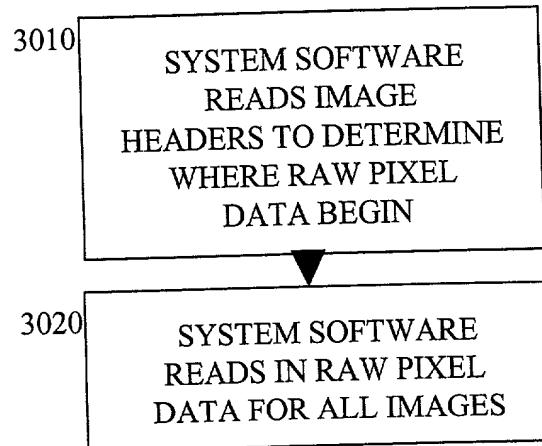


FIGURE 4 - STEP 2000 DETAILS (“TRANSFER ENGINE”)

Fig. 5a

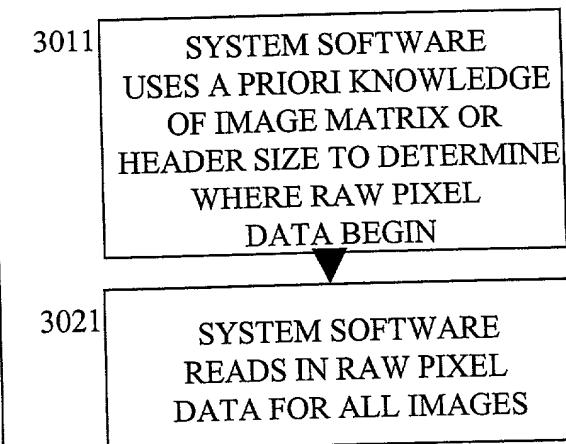
**METHOD 1
FOR "STANDARD"
IMAGE FORMATS
(EG. DICOM)**



- OR -

Fig. 5b

**METHOD 2
FOR
"NON-STANDARD"
IMAGE FORMATS**



**FIGURE 5 - STEP 3000 DETAILS
("DECODING ENGINE")**

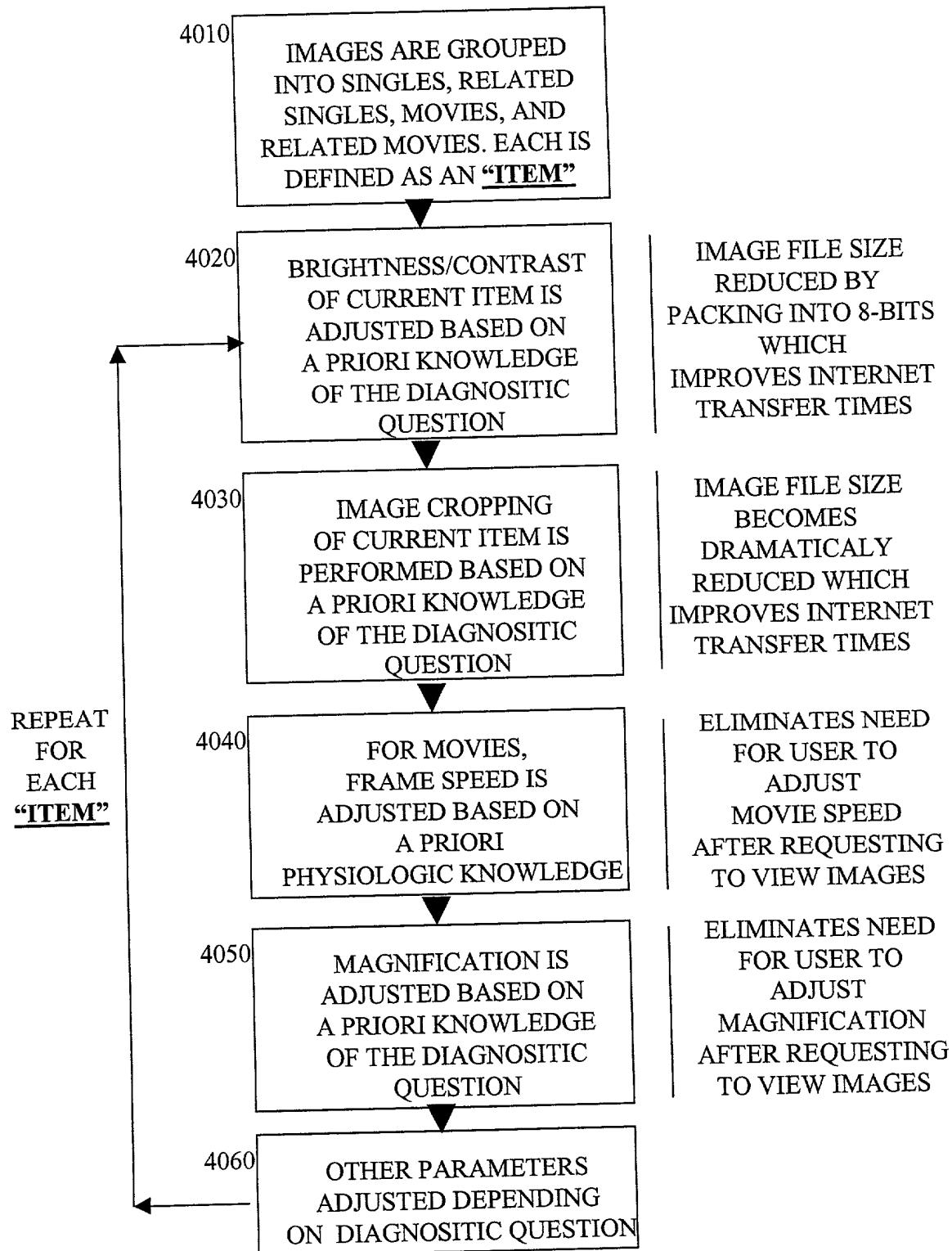


FIGURE 6 - STEP 4000 DETAILS
("PHYSIOLOGIC KNOWLEDGE ENGINE")

STEP 4020 - Define search region as subregion within image which contains the organ of interest (eg. heart) and search all movie frames for the single brightest pixel. Scale all movie frames by same amount to make single brightest pixel equal to 2 to the 8th power minus 1, eg. 255 (1 byte/pixel, 8-bit image).

STEP 4030 - Create thumbnail movies by cropping images such that only the organ of interest is shown (eg. heart).

STEP 4040 - Convert all movie frames into a single movie with frame rate chosen to simulate real time motion (eg. beating heart).

STEP 4050 - Create a full-field-of-view version of each thumbnail so that user can double-click to view additional details.

Fig. 7a

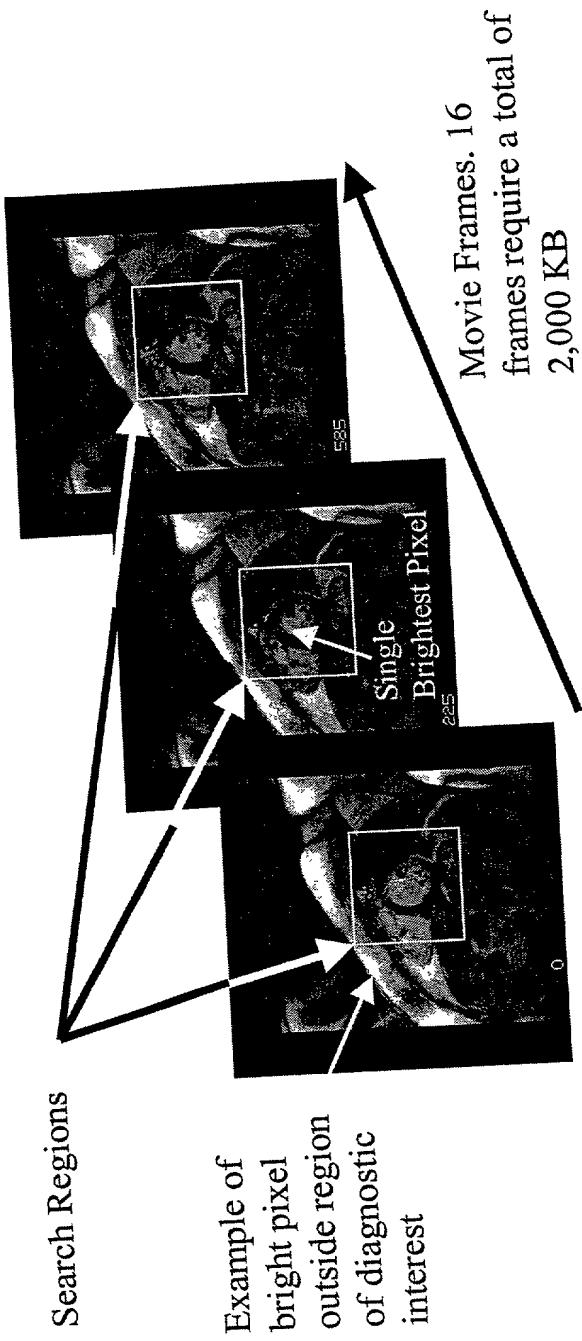


Fig. 7b



Eg. STEP 4040
Thumbnail movie of
beating heart
(16 frames=100KB)

Eg. STEP 4050
Full field-of-
view movie
displayed full
screen when
thumbnail
clicked (16
frames=400KB)

Fig. 7c

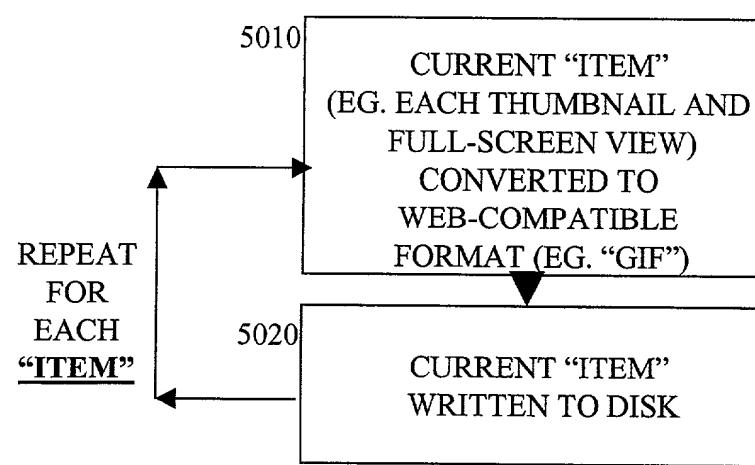


FIGURE 8 - STEP 5000 DETAILS
(“ENCODING ENGINE”)

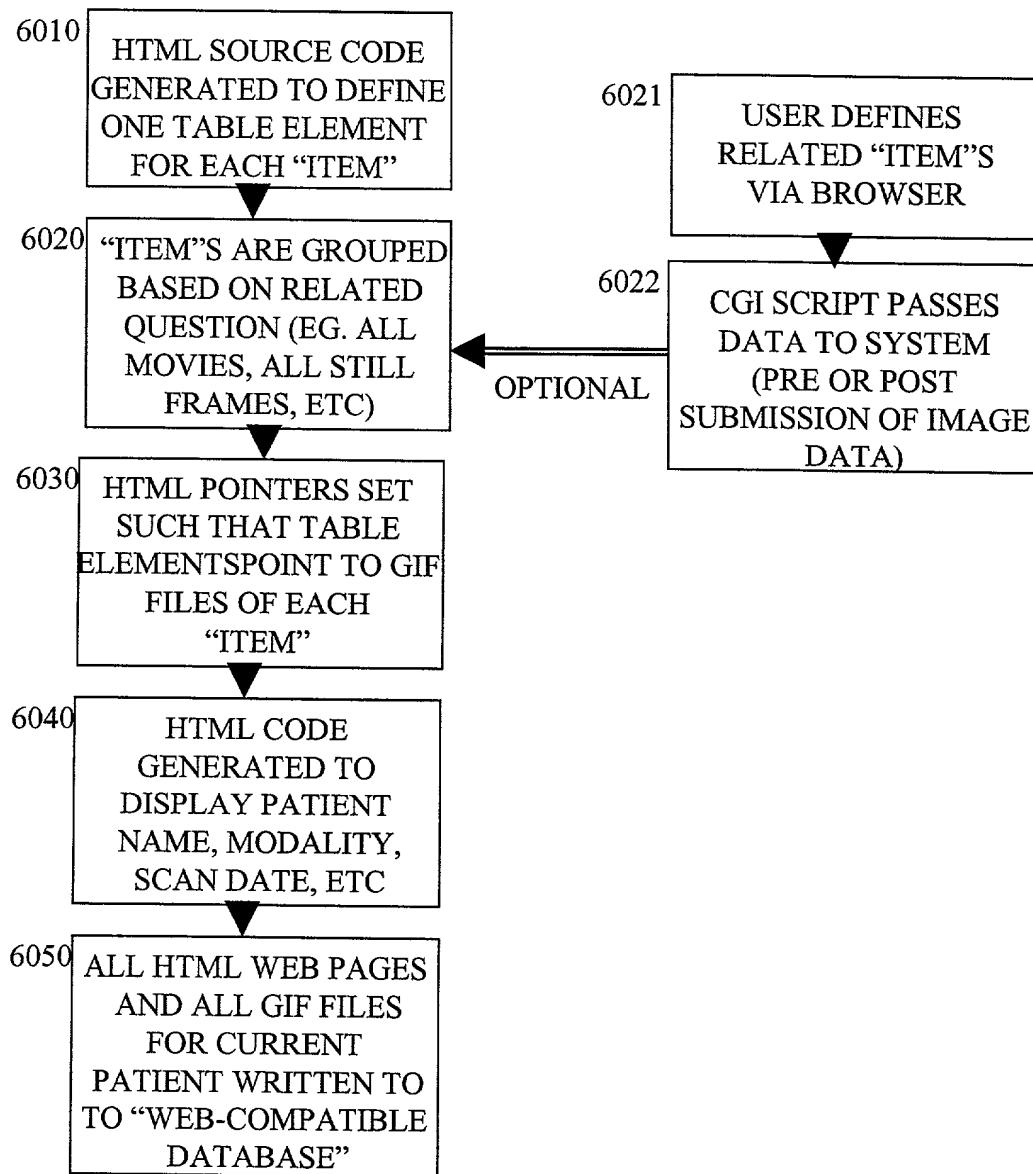


FIGURE 9 - STEP 6000 DETAILS
("POST ENGINE")

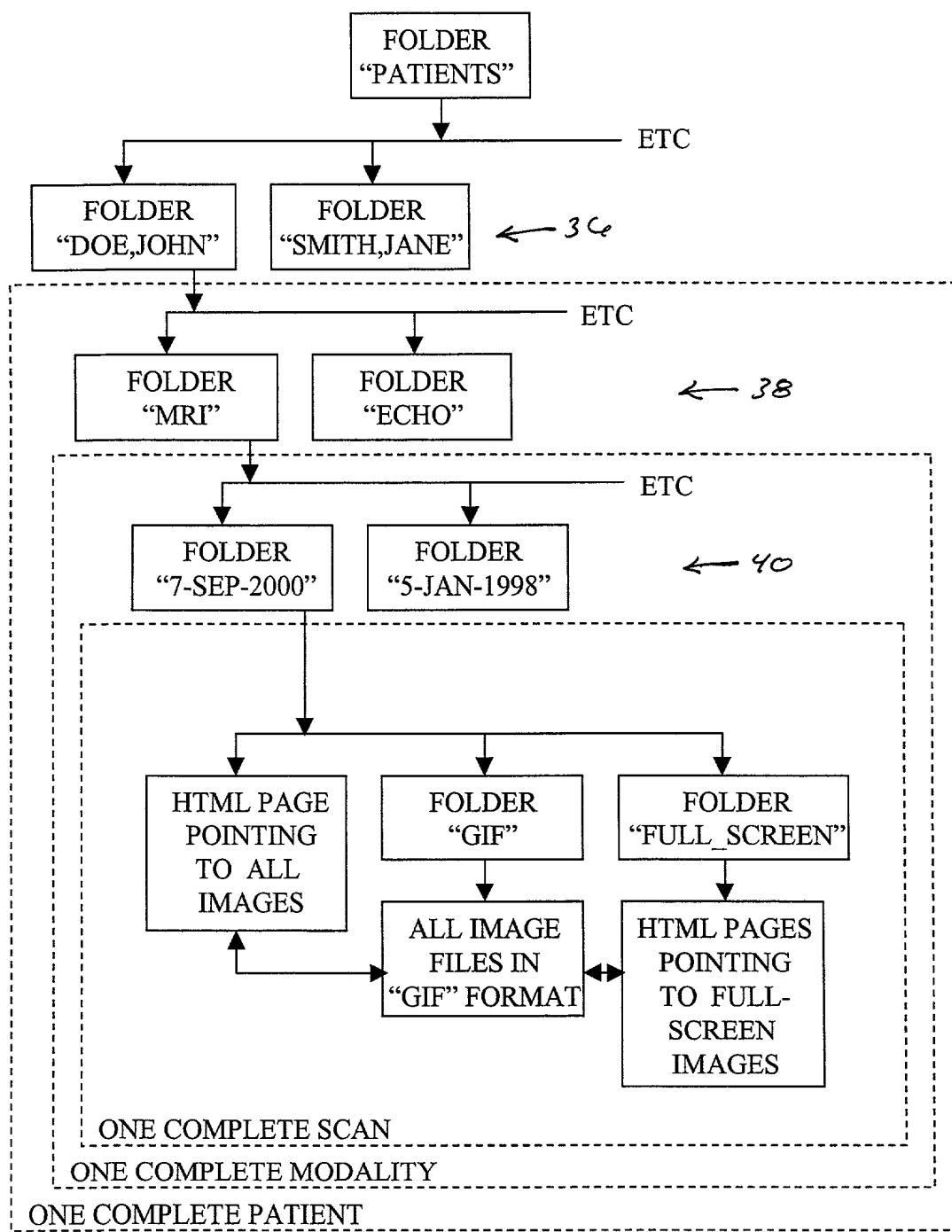


FIGURE 10 - STEP 7000 DETAILS
("WEB-COMPATIBLE DATABASE")

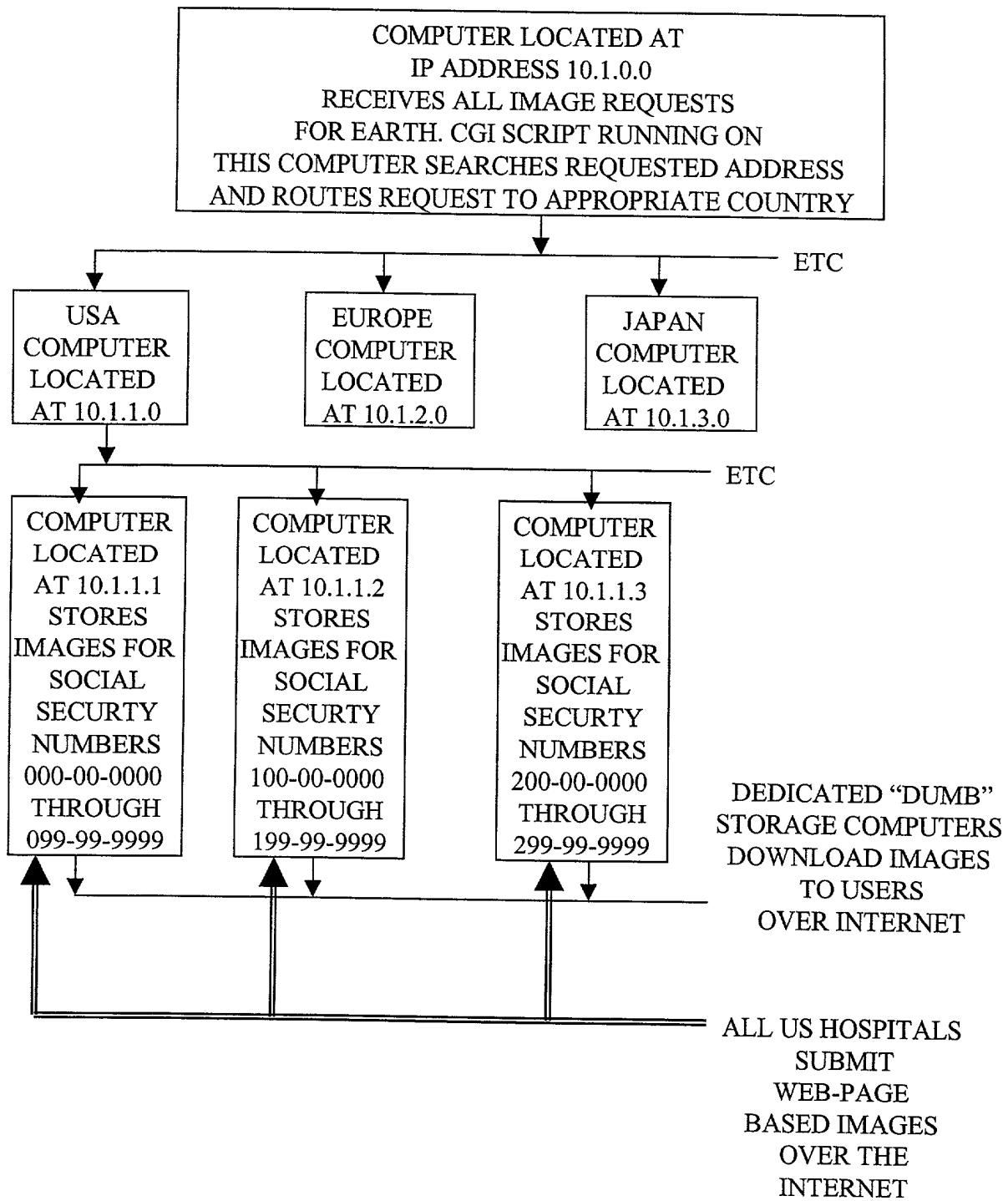


FIGURE 11 - STRUCTURE
OF WORLD-WIDE DATABASE

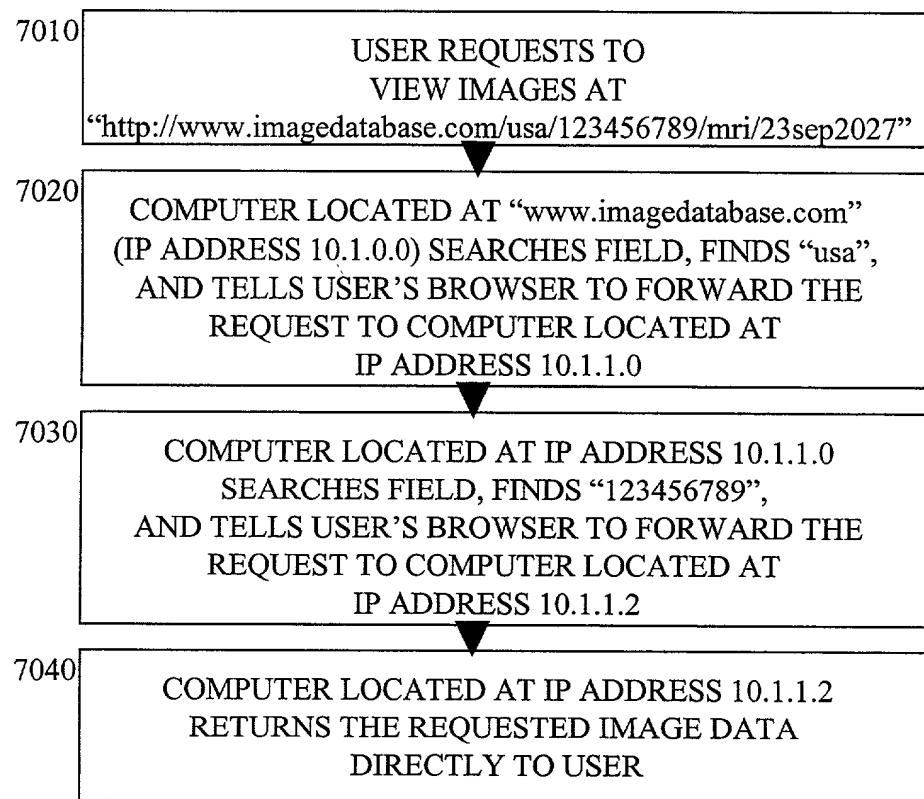


FIGURE 12 - PROCESSING USER REQUEST USING WORLD WIDE DATABASE

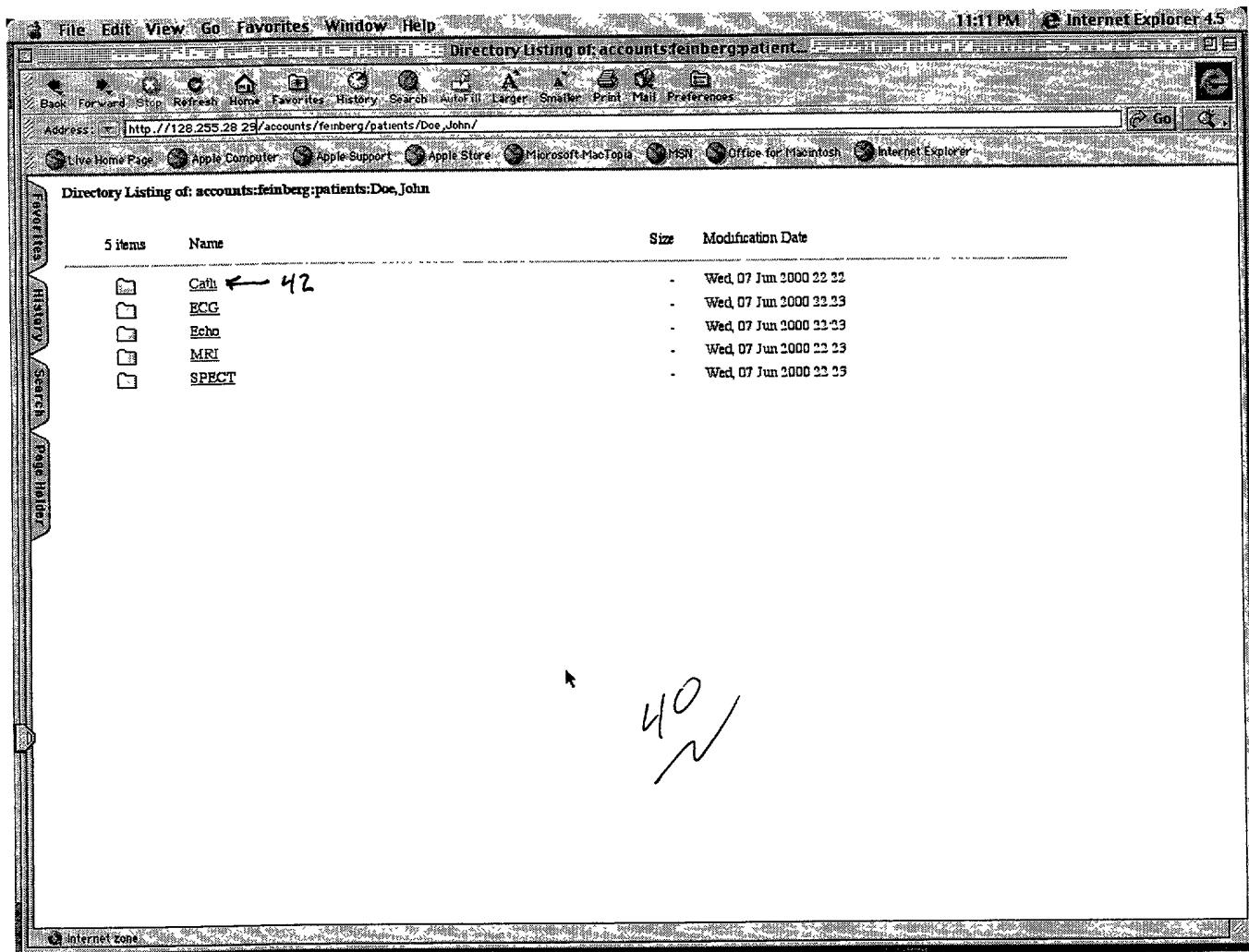


FIGURE 13

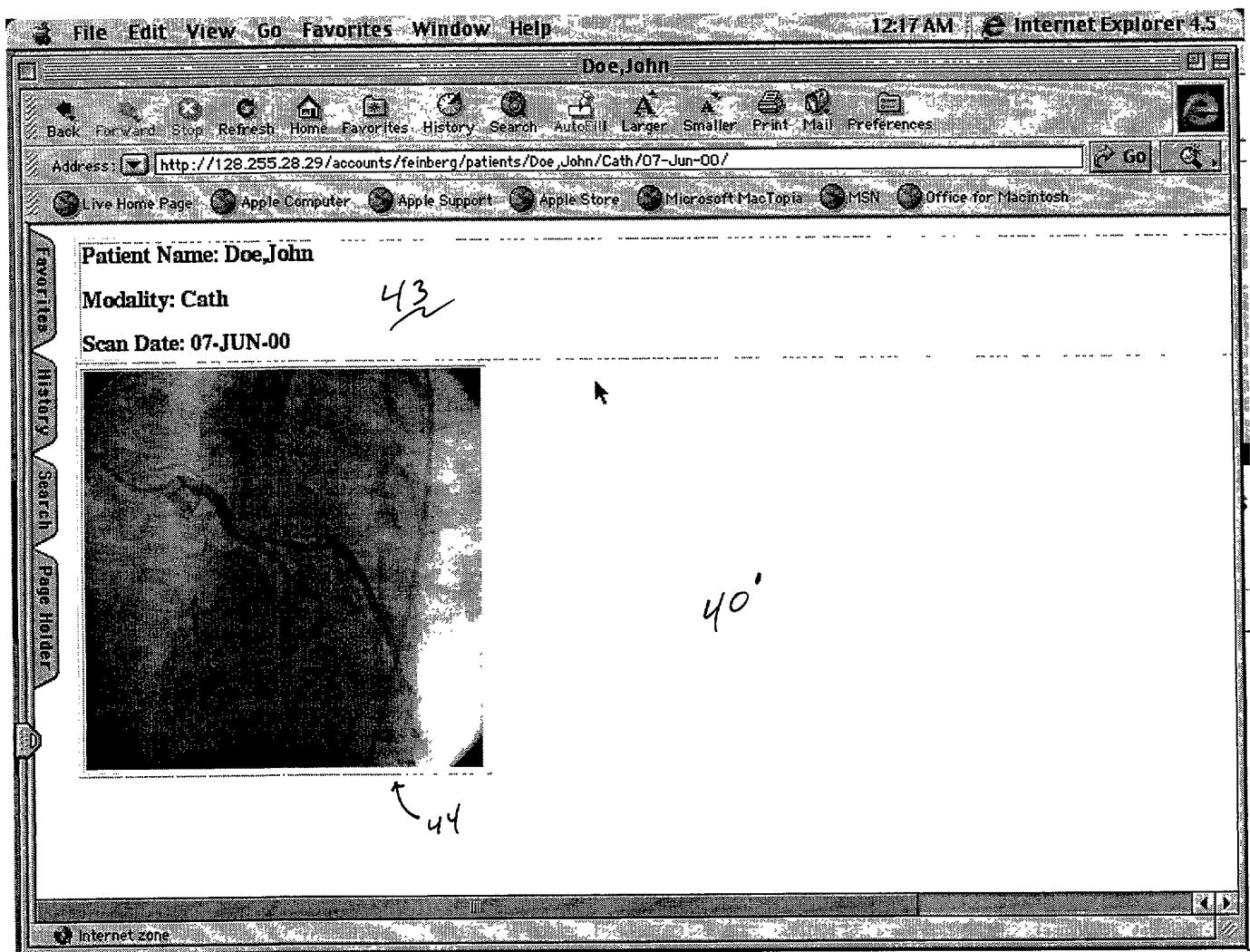


FIGURE 14

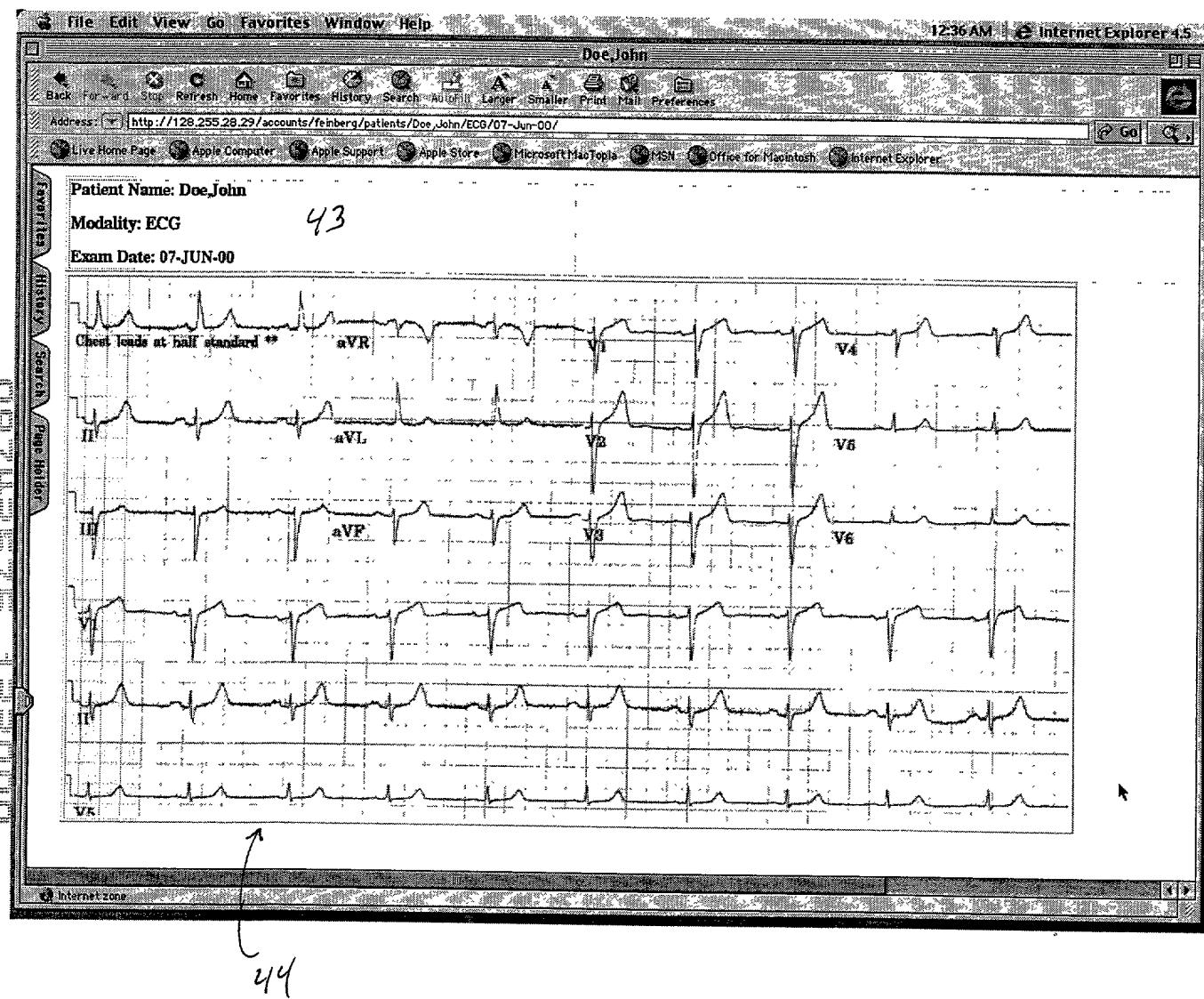


FIGURE 15

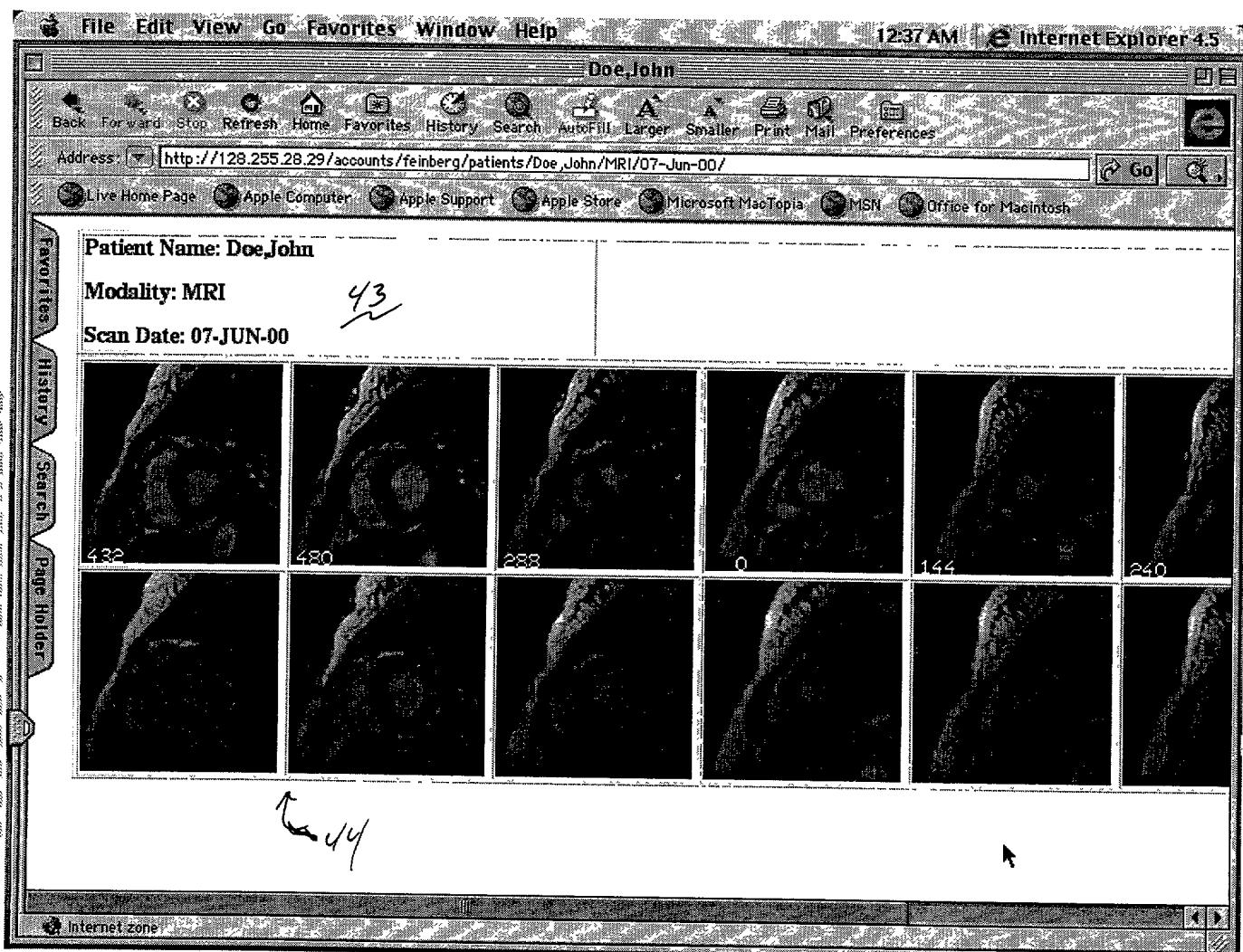


FIGURE 16

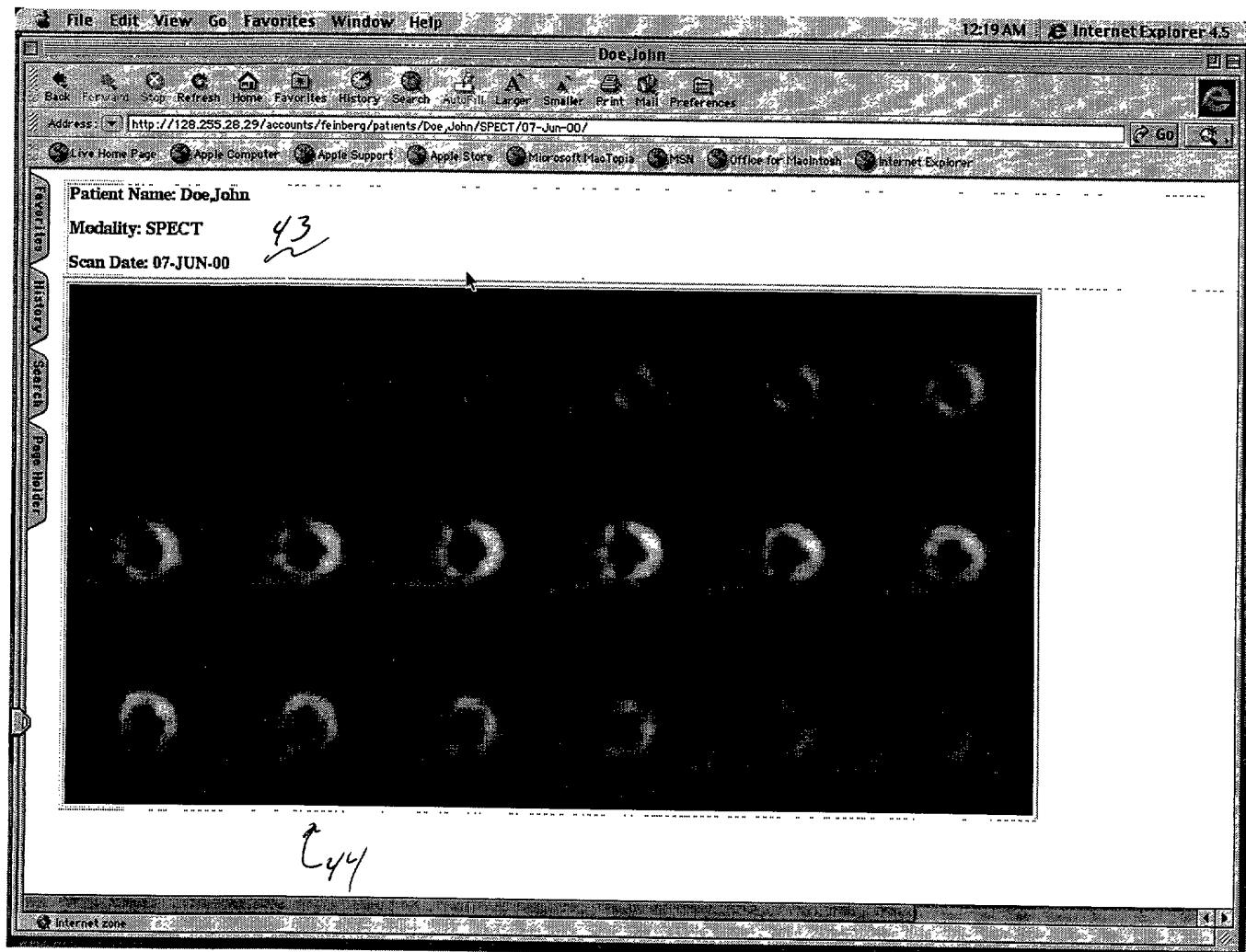


FIGURE 17